

Listing of Claims:

Claims 1-108 (Canceled)

109. (Currently Amended) A gaming machine for playing a Bunco-type dice game comprising:
- a video display device;
 - a cpu having a program operating a dice game;
 - a wager input mechanism which registers a wager placed by a player;
 - said program establishing a set of differing gameplay dice elements, including a subset of
 - at least one match point at the start of the game, each said match point having a match indicium for potential matching with a subsequent toss of the dice elements;
 - said program establishing and displaying a random toss of a plurality of dice elements at each stage of play, and determining for each die element tossed at a stage of play whether its randomly selected indicium matches said match indicium of said match point; ~~and~~
 - said program eliminating from play any match point which is not matched on a toss, and determining whether to continue with a toss on a subsequent stage of play up to a preset maximum number of stages provided that at least one match point remains for each such subsequent stage; and
 - a payout mechanism providing an award according to a predetermined first payable for each match on a toss.
110. (Original) The gaming machine of claim 109 wherein said payout mechanism includes a second payable provided for a bonus award, said second payable increasing in bonus award value with each successive stage of play, and including the step of awarding a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches a match indicium.

111. (Original) The gaming machine of claim 110 wherein three dice elements are established and displayed as being tossed at each stage of play.

112. (Canceled)

113. (Original) The gaming machine of claim 109 wherein said program includes a randomly allocated free advancement feature, and determines a game ending condition if no match is made at a stage of play unless said free advancement feature has been allocated, in which event the game continues to the next stage of play.

114. (Original) The gaming machine of claim 109 wherein said program includes a randomly allocated free advancement feature, said program further eliminating from play any match point which is not matched on a toss, and determines whether to continue with a toss on a subsequent stage of play up to a preset maximum number of stages provided that at least one match point remains for each such subsequent stage unless said free advancement feature has been allocated, in which event the game continues to the next stage of play.

115. (Original) The gaming machine of claim 109 wherein a plurality of match points are established, each of said plurality of match points having a match indicium selected at random, whereby some or all of said match indicia of said plurality of match points may thereby be the same.

Claim 116 (Canceled)